

JUMPMAN

Felix the Flatner is out to get Hubert-C-Jumpman. All Hubert has to do is to colour all the blocks by simply jumping onto them. Sounds easy doesn't it - well just you try, you will find it isn't easy.

There are six different screens, and after every sixth screen is completed, another blob appears. Control is via the keyboard or joystick:-

I = Northwest

Q = Southeast

Ø = Northeast

Ø = Southwest

When three Huberts have been lost, the game ends with a chance to enter your name in the Hubert Hall of Fame.

LOADING INSTRUCTIONS AMSTRAD CP 464

1. Turn on computer.
2. Place cassette in data recorder.
3. Rewind cassette to beginning.
4. Press CTRL and small ENTER keys simultaneously. The computer will respond by displaying "PRESS PLAY THEN ANY KEY".
5. Press play on your data recorder then press a key, your program will now load.